

BO Jackson™

ELECTRONIC

MODEL 7-828

2 IN 1

FOOTBALL AND BASEBALL

LCD GAME

1 THE BO JACKSON™ STORY

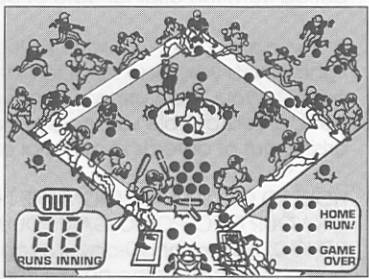
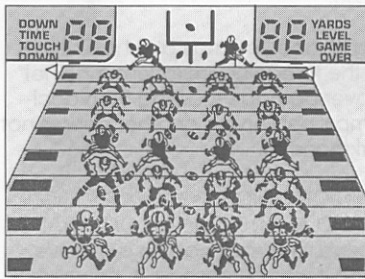
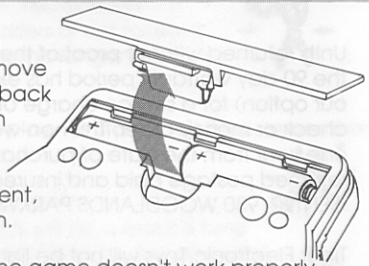
Bo is the rarest of athletes. He plays both football and baseball professionally. With this game, you, too, can excel at both sports! Which game is Bo better at? It's hard to say! Which game will you be better at? Only the computer knows!

2 INSERTING THE BATTERIES

When the batteries need replacing, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two AA batteries, UM-3 or equivalent, making sure to align "+" and "-" as shown.

The ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 CHOOSE YOUR GAME

Press the "On/Start" button to turn on the unit. The unit automatically begins in football. Press the "Game" button to switch to baseball. Press the "Game" button again to switch back to football. Each time you press the "Game" button, you switch from one sport to the other -- as easily as Bo does!

5 THE OBJECT OF THE GAME



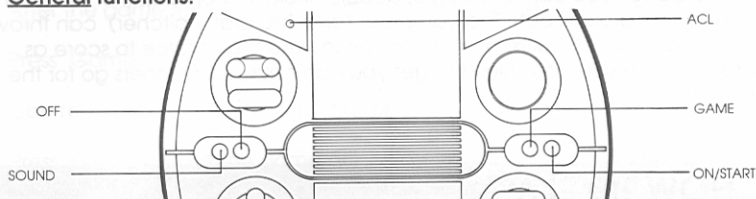
For FOOTBALL: You are the offense. Score as many points as you can by running, passing, and kicking -- before the time clock expires.



For BASEBALL: You are at-bat. Score as many runs as you can using your skill as a batter and runner in a nine inning, three outs per inning game.

6 CONTROL GUIDE

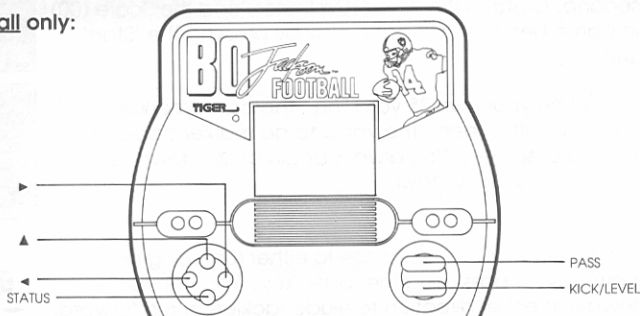
General functions:



Sound___Controls sound:on or off.
Off____Turns off the game.

On/Start___To turn on the game; to start game.
Game____To switch from one sport to the other.

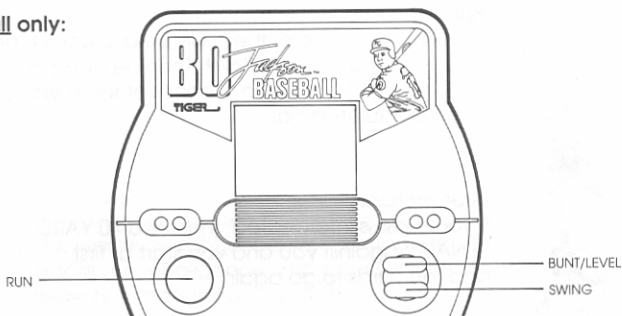
For football only:



▲____Run forward.
◀____Run left.
▶____Run right.
Status__To check time/score.

Pass_____To pass the ball.
Kick/Level___To kick the ball on 4th down for field goal or to kick extra point after touchdown.
_____To select game level (1 or 2).

For baseball only:



Run____Once the batter hits or bunts the ball, all offense players automatically run to the next base and stay there. Press the "Run" button if you want the players to try for the extra base.

Bunt/Level___For batter to bunt the ball.
_____To select game level (1 or 2).
Swing_____For batter to hit the ball.

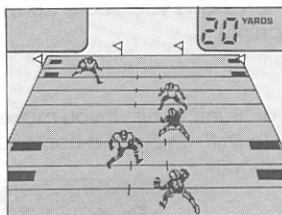
7 FEATURES

- Two - in - one LCD sports game
- Sound on/off
- Auto power off
- Best score retained in each sport
- Two skill levels for each sport

8 GAME SUMMARY

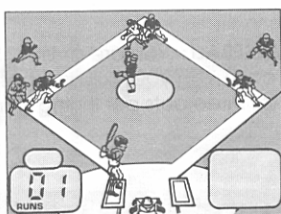
FOOTBALL:

The game lasts for 15 minutes on the game clock (in real time, it's about 5 minutes). The display shows field position, downs, yards-to-go for a first down, and time/score.



You're always the offense. You run, pass, and kick to score as many points as you can before the time clock runs out. The computer can intercept passes and tackle your ball carrier. Use the control buttons to pass and run. Screen scrolls as you run forward. If you can't make the necessary 10 yards for a first down in four plays, you receive a 40 yard penalty and begin at first down and 10 yards-to-go again.

BASEBALL:

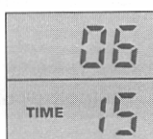


Like in the pros, a game lasts nine innings with three outs per inning. You are always batting. The display shows ball/strike/out, runs, and the inning. As the batter, you can hit a single, double, triple, or home run--or you can strike out or ground out. The computer (alias the crafty pitcher) can throw fast or slow, and a curve or a straight pitch. Use the controls to score as many runs as you can. Don't forget you can have your runners go for the extra base!

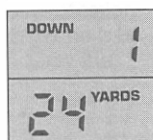
9 HOW TO PLAY

FOOTBALL:

The game starts with best score displayed with "Game Start Melody." After the tune, the display shows "Status" for about 1 second. Status is the time (15 minutes) and the Score (00). The game begins. Start each play by pressing the "Start" button.



You start on your own 35 yard line. The down marker appears in left screen. The yards-to-go marker appears in right side of screen. You always begin at first down, ten yards to go for a first down.



On any down, you can choose to either run, using an "arrow" key, or pass using the "pass" key. You can run sideways in either direction to elude tacklers or run forward. However, once you run forward, you can no longer pass on that play.



The field position is updated after each play. To start each play, remember to press the "Start" button!

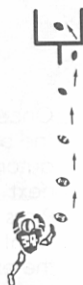
Passes:

If a pass is complete, there will be a special tune and your team-mate blinks! Then he becomes the ball carrier. There is also a bonus of three yards for each completed pass.



Interceptions:

If your pass is intercepted, there is a 40 YARD PENALTY against you and you start at first and ten yards to go again.



On a 4th down, you are allowed to kick (punt or field goal try). Just press "Kick". Once you move sideways or forward, you cannot kick on that play.

If you are unsuccessful in advancing the ball 10 yards in 4 downs, there is also a 40 YARD PENALTY. As in the case of an interception you begin again at first and ten yards to go.

Scoring is like the real thing: 6 points for a touchdown, 1 point for the extra point after touchdown, and 3 points for a field goal.

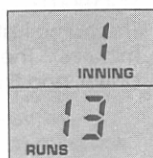
After a field goal or extra point, you start again at your own 35 yard line.

If a penalty would force you to the goal line or into the end zone, then the ball is automatically placed on the 2 yard line.

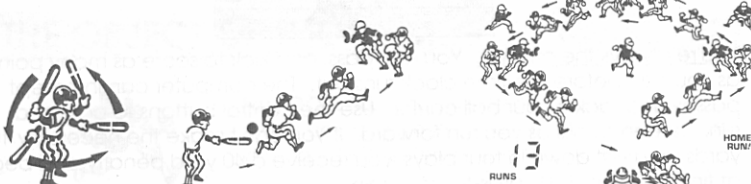
Between downs, you can press "Status" to check on the time and score. Score as many points as you can before time expires!

BASEBALL:

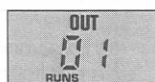
The game starts with the best score displayed with "Game Start Melody." After the tune, the display shows the inning for 1 second. Display then shows your score (runs) and then the computer starts pitching!



Press either the "Swing" or "Bunt" to hit. If you make contact, press the "Run" button to start heading for first! If you hit a home run, then the batter will circle the bases automatically.



The display will record the ball/strike/out. Like in the real thing, 3 strikes and the batter is outta there! Whenever you make an out, the "out" indicator blinks with a special tune.



Scoring is like regular baseball, too -- 3 outs to an inning, 9 innings for a complete game. The game pauses after each inning. Press "Start" button to start each inning.

For both sports:

Choose level of difficulty with the "Level" button (level 1 is easier than level 2).

After the game is over, press "Start" to play the same sport over again.

Press "Game" to switch sports.

Control sound with the "Sound" button.

Press "Off" to turn off the game after play. If you forget (or a visiting team snatches up the game) then the auto power-off timer will shut off the game in a few minutes!

SPECIAL NOTE: If the game doesn't shut off promptly with auto or manual key, please press ACL switch and then press OFF key to turn the unit off.

10 90 DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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